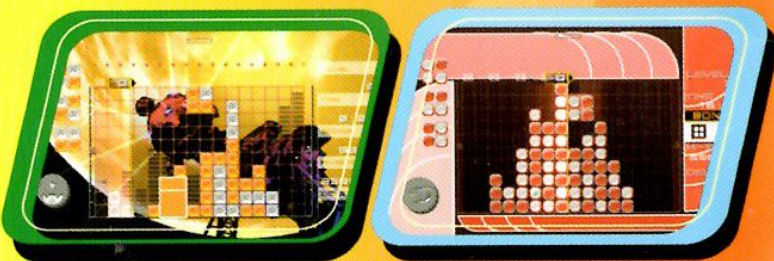
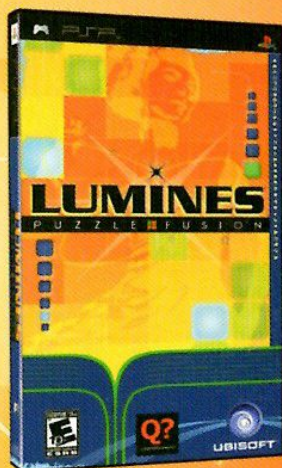


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PlayStation®Portable



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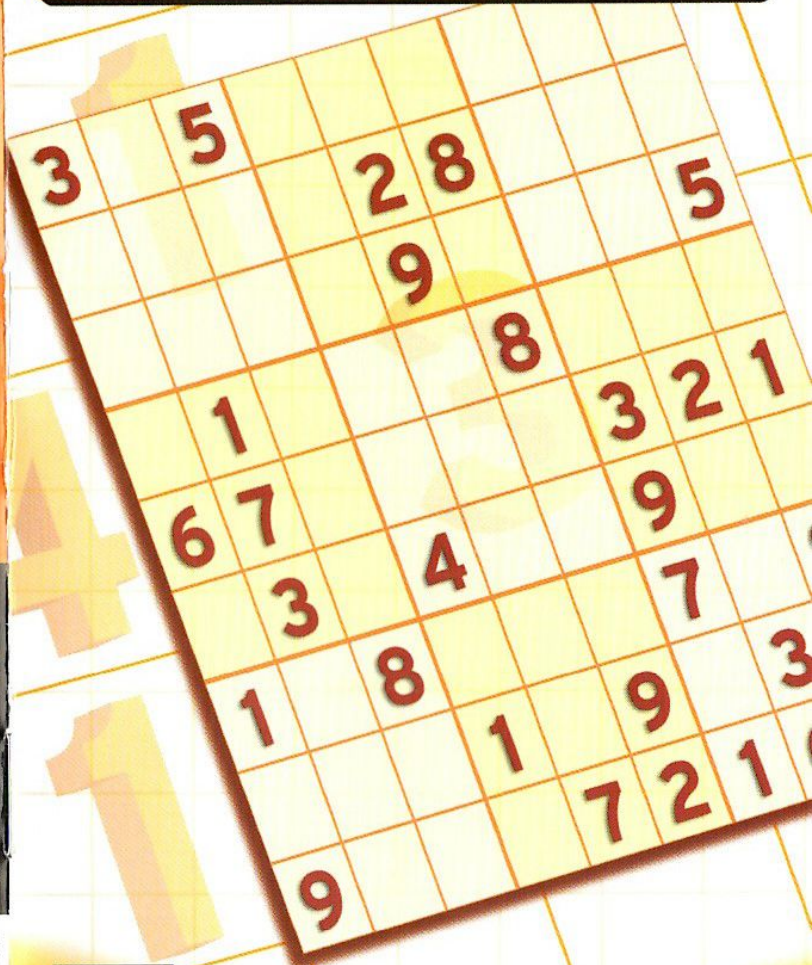
Suggestive Themes

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GO! SUDOKU



sumo
DIGITAL



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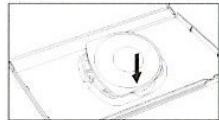
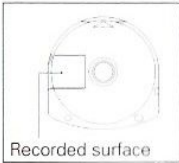
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

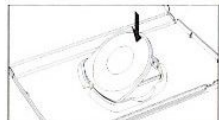
Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

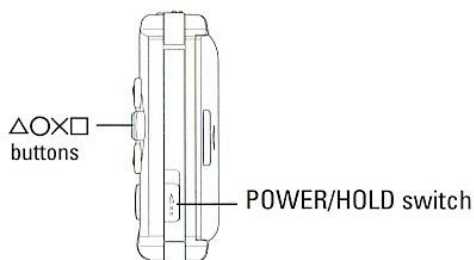
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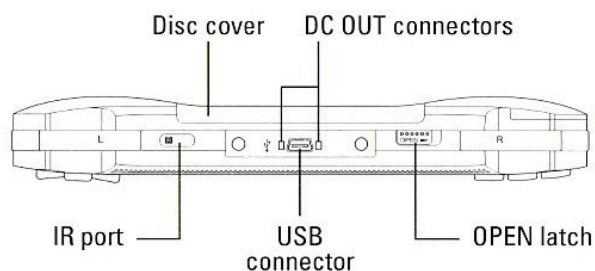
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GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the GO! SUDOKU UMD™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

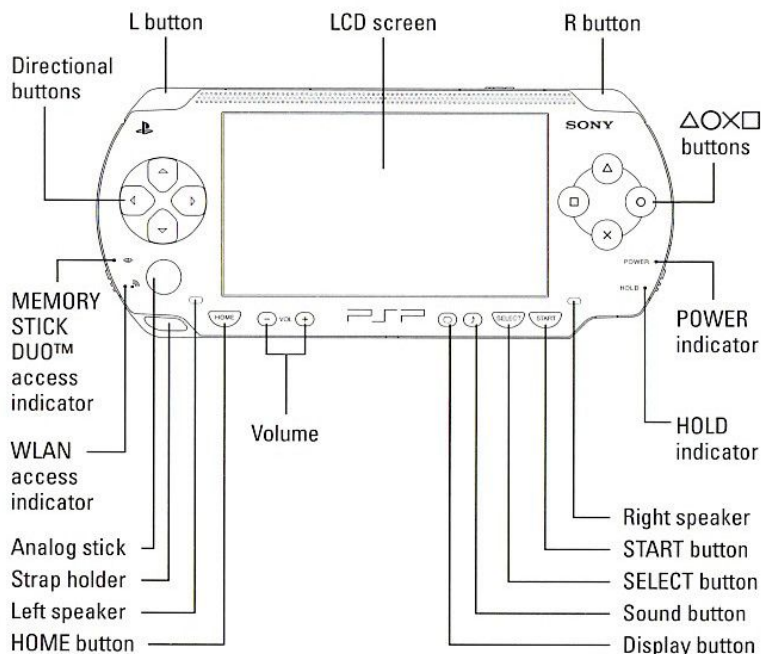
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



Controls

→, ↓, ←, → buttons, or analog stick	Move cursor
X button	Place a number
O button	Place candidate number
□ button	Delete a number
Δ button	Undo last move
L button	Scroll Number Carousel right
R button	Scroll Number Carousel left
START button	Pause/Options Menu
SELECT button	Skip music track

Navigating Menus

Press the $\rightarrow$, $\downarrow$, $\leftarrow$, or $\Rightarrow$ button to highlight an option, then press the $\otimes$ button to confirm. To return to the previous menu screen, press the $\odot$ button.

Profile Manager

If a Memory Stick Duo™ is inserted into the PSP™ system, you will be able to create and save a Profile. To enter your name, select an empty Profile slot and press the $\otimes$ button to continue. Press the L button or the R button to cycle through the alphabet and press the $\leftarrow$ or $\Rightarrow$ button to move the cursor backward and forward through the Profile name. When satisfied with your Profile name, press the $\otimes$ button, then select YES and press the $\otimes$ button again to access the Main Menu.

HOW TO SUDOKU

Finishing every GO! SUDOKU puzzle will be a stimulating challenge – but before you let the Game Grids get the better of you, it is worth remembering that every single puzzle has a solution. There are no devious tricks with Sudoku, no cryptic clues and no mathematical gymnastics – just the plain and “simple” logic of placing the correct numbers in the correct positions on the Game Grid.

The basic rules of Sudoku are easy to understand: Just place a number between 1 and 9 in each empty cell until the whole 9x9 Game Grid is full, ensuring that all nine columns, all nine rows, and all nine 3x3 boxes contain the numbers 1 to 9. Place the numbers in any order but take care not to duplicate a number in any row, column, or box.

For further Sudoku assistance and hints and tips check out Diagrams 1.0 and 1.1 in this manual or the Tutorial and Training in-game options, but if you have understood the premise of GO! SUDOKU, read on...

As each puzzle comes equipped with a few numbers already present on the Game Grid, a helpful hint to get you started is to scan the Game Grid for pairs of numbers in adjacent boxes. If a certain number, say 9, is already present in the top left box as well as the top right box, then it should not be too tricky to work out where to place the number 9 in the top middle box. And if numbers other than the number 9 can theoretically be placed in the top middle box without clashing, just make a note of all of the possible numbers and move on to another section of the Game Grid. The more numbers that you can place correctly, the easier it

will become to unlock the parts of the Game Grid that stumped you beforehand.

But if all else fails, you can resort to trial and error. GO! SUDOKU features a lenient learning curve and a generous help function, where beginners can input up to five wrong numbers before being penalized. Check out Diagrams 1.0 and 1.1 for a visual aid to filling in the Game Grid.

Diagram 1.0

Diagram 1.0 illustrates a correctly filled in column, row, and box.

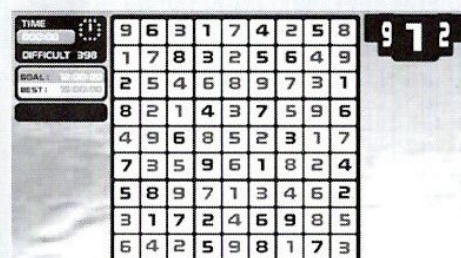
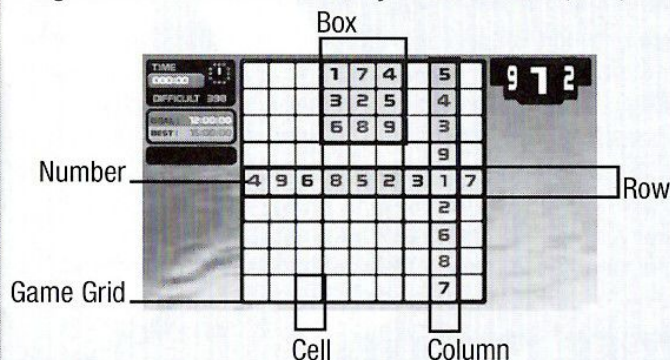


Diagram 1.1

Diagram 1.1 shows the same Game Grid, but with every cell correctly filled in – notice how every column, row, and box features the numbers

1-9 only once; there are no repetitions.

So, now that you know how to Sudoku, it's time to GO! SUDOKU.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

Ad Hoc Mode

Ad Hoc mode is a wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

Game Sharing

GO! SUDOKU features Game Sharing facilities which enable the user to share specific game features with other users who do not have a GO! SUDOKU disc in their PSP™ system.

Infrastructure Mode

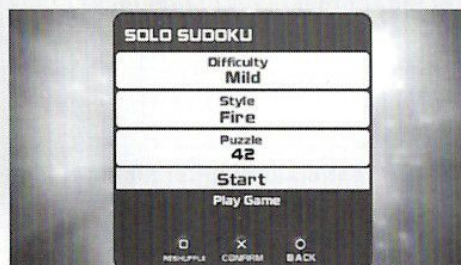
Infrastructure mode is a wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g., a wireless ADSL router), a Wireless (WLAN) Access Point, and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

MAIN MENU



Press the $\Rightarrow$ or $\downarrow$ button to highlight one of the following options and press the $\otimes$ button to confirm.

- Solo Sudoku
- Pass Sudoku
- Wireless Sudoku
- Play New Puzzles
- Teach Me Sudoku
- Options



Solo Sudoku

With 1,000 unique Sudoku puzzles to complete and the opportunity to replay each puzzle to attempt to beat your previous best time, Solo

Sudoku mode will keep you busy for ages. But beware – if you play while commuting to work on a train or bus, please try not to forget your stop!

Difficulty

Press the $\leftarrow$ or $\rightarrow$ button to choose Easy (for beginners), Mild (for intermediates), Difficult (for those who like a challenge), or Fiendish (for hardcore Sudoku fanatics with a couple of hours to spare).

Style

Press the $\leftarrow$ or $\rightarrow$ button to choose Random, Earth, Air, Fire, Water, or Custom background images. The Custom option allows you to use your own photo collection as background images while playing. For further details, please refer to the Personalize the Background section later in this manual.

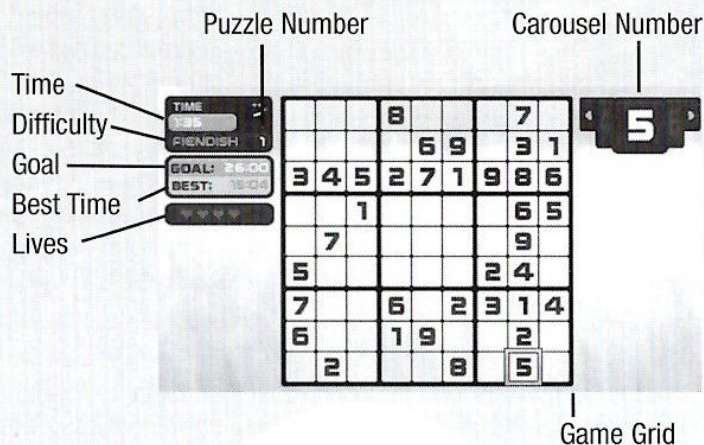
Puzzle

Press the $\leftarrow$ or $\rightarrow$ button to cycle through the available Sudoku puzzles. Find the one that stumped you last time and try to finish it, or replay a previous puzzle and see if you can outdo your previous best time. Alternatively, press the $\blacksquare$ button to randomly shuffle the puzzle number selection for an element of spontaneity.

Start

Press the $\otimes$ button to Go! Sudoku.

Solo Sudoku Game Screen



Game Grid: The Game Grid is where all the action takes place! Slot the numbers 1 to 9 into the empty cells in the Game Grid ensuring there are no duplicated clashes in any row, column, or 3x3 box.

Number Carousel: Press the L and R buttons to rotate the Number Carousel so that your required digit is displayed in the Number Carousel's central box.

Time: Displays the elapsed time.

Puzzle Number: Displays the number of the current puzzle.

Difficulty: Displays the difficulty level of the current puzzle.

Goal: Displays the target time for the current puzzle.

Best Time: Displays the current Game Grid's best time.

Lives: The red hearts indicate how many lives remain. One life will be lost every time an incorrect number is placed in the Game Grid, and if all lives are lost then a time penalty will be imposed.

Pass Sudoku

In Pass Sudoku mode two to four players take turns placing a correct number and passing the PSP™ system on to the next player for their turn. The objective of Pass Sudoku is to finish at the top of the Leaderboard by placing the most correct numbers in the Game Grid in the least amount of time.

The Pass Sudoku game screen is very similar to the Solo Sudoku game screen, except for a Leaderboard in the bottom left-hand corner of the screen, and a Countdown panel in the bottom right-hand corner of the screen. When a number has been placed correctly, the message "Turn Time" will be displayed in the

Countdown panel displaying the amount of time taken by that player to place a correct number.

Time-limit penalties will be imposed for those who place an incorrect number or take too long to place a number, so get ready to react quickly or face the consequences. It's your turn...

Note: Pass Sudoku can only be played on one PSP™ system, and is not wireless (WLAN) compatible.

Wireless Sudoku

Go wireless either in Battle or Versus mode with two to four players, using separate PSP™ systems, and simultaneously compete against each other on the same Game Grid.

Battle Mode

Two to four Sudoku fans compete wirelessly on the same puzzle to complete the most Game Grid cells in their color. The winner is the player who has filled in the most cells once the Game Grid is completed.

If a player places an incorrect number in a cell, they will be "locked out" of the Game Grid for a short period of time. If incorrect numbers are repeatedly placed on the Game Grid, the lockouts will increase in duration, so be extra careful if you are reduced to guesswork. Each competitor will be able to see the current status of the Game Grid showing how many cells have been completed by each opponent. Quick-witted players will be able to spot opportunities to snatch Game Grid cells from other players by monitoring their progress.

Versus Sudoku

Between two to four players compete wirelessly to finish the Game Grid first. To add to the tension, the Percentage Complete bar will increase each time a correct number is placed. As each competitor nears 100% completion, the race intensifies to finish the puzzle first.

Game Share Sudoku

One user (the host) can temporarily transfer five easy Game Grid puzzles to another user (the receiver) via the PSP™ system's Game Sharing function. The receiver is not required to have a GO! SODOKU disc inserted into their PSP™ system in order to receive GO! SODOKU content via Game Sharing.

The host must first select Game Share Sudoku from the Wireless Sudoku menu for their PSP™ system to attempt to locate other PSP™ systems, within a range of 10 meters, that are currently searching for Game Sharing data.

Profile

View your current progress and find out how many Sudoku puzzles you have completed. In total there are 1,000 puzzles to crack; 440 are classified as Easy, 320 are Mild, 160 are Difficult, and 80 are Fiendish. Good luck!

PERSONALIZE THE BACKGROUND

GO! SUDOKU can be enjoyed with a customized background rather than the default backdrops of Earth, Air, Fire, and Water. Please refer to the PSP™ system Instruction Manual for details about the various methods of saving photographs to Memory Stick Duo™. Images must be stored in \PSP\PHOTO\SudokuPhoto.

Images used for the customized backgrounds must be JPEG files. The ideal size is 480x272, although a maximum image size of 1024x1024 will be scaled down to the appropriate size. Anything larger will not be shown in the list of options. Images smaller than 480x272, and as low as 120x68, will be enlarged to fit the PSP™ system's screen.

GO! SUDOKU uses IJG code for decompressing and viewing JPEG images.

MUSIC CREDITS

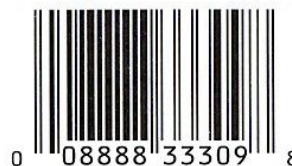
Take Me Home; Aurora; Ivory Tower; Tumbling Clouds; State of Mind;
Life on a Beach; Distant Shoreline; Juno Breaks: Alastair Lindsay
Lord of Calm: Kenny Young and Alastair Lindsay
Free Flowing: Dave Ranyard

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Thanks,
The Ubisoft Team

GO! SUDOKU



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NOTES



NOTES



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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

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Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

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